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CLAIM AMENDMENTS

Claim 1 (currently amended) A fantasy sports drafting system comprising, in combination:

a computer server having fantasy sports drafting software loaded thereon;

a plurality of personal computers <u>located in a single physical location and</u> in communication with said computer server;

wherein said plurality of personal computers have fantasy sports drafting software loaded thereon;

at least one plurality of display monitors, located in said single physical location and coupled to said personal computers;

wherein said fantasy sports drafting software permits execution of the following steps:

inputting of identifying information relating to a plurality of teams participating in a fantasy draft;

inputting information regarding player selections occurring during said fantasy draft;

generating a roster for each of said plurality of teams; and displaying each said roster on at least one of said plurality of display monitors;

wherein each said roster, when displayed on said at least one display monitor, may be simultaneously viewed by a plurality of fantasy draft participants colocated at said single physical location.

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Claim 2 (original) The system of claim 1, further comprising a hub interposed between said computer server and said plurality of personal computers.

Claim 3 (original) The system of claim 1 further comprising a console in communication with said computer server.

Claim 4 (currently amended) The system of claim 3 wherein said console is coupled to a said hub.

Claim 5 (original) The system of claim 1 wherein said identifying information includes a team name.

Claim 6 (original) The system of claim 5 wherein said identifying information further includes a participant name.

Claim 7 (original) The system of claim 1 wherein said player selections information includes a name and position of a player selected during said fantasy draft.

Claim 8 (currently amended) The system of claim 1, wherein said fantasy sports drafting software further permits execution of the step of inputting information regarding an amount spent to select a player during said <u>fantasy</u> draft.

Claim 9 (currently amended) The system of claim 8, wherein said fantasy sports drafting software further permits execution of the step of calculating an amount of money available to be spent by a participant in said <u>fantasy</u> draft.

Claim 10 (currently amended) A method for conducting a fantasy sports draft comprising the steps of:

inputting of identifying information relating to teams participating in a fantasy draft;

inputting information regarding player selections occurring during said fantasy draft;

generating a roster for each said team;

displaying each said roster on at least one display monitor as it is being assembled so that each said roster it may be simultaneously viewed by a plurality of participants in said fantasy draft during said fantasy draft;

wherein said at least one display monitor is co-located with said plurality of participants in said fantasy draft.

Claim 11 (original) The method of claim 10 wherein said identifying information includes a team name.

Claim 12 (original) The method of claim 11 wherein said identifying information further includes a participant name.

Claim 13 (original) The method of claim 10 wherein said player selections information includes a name and position of a player selected during said fantasy draft.

Claim 14 (currently amended) The method of claim 10, further comprising the step of inputting information regarding an amount spent to select a player during said fantasy draft.

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Claim 15 (currently amended) The method of claim 14, further comprising the step of calculating an amount of money available to be spent by a participant in said fantasy draft.

Claim 16 (original) The method of claim 10, further comprising the step of permitting at least one participant who is not co-located with said display monitors to participate in said fantasy draft.

Claim 17 (original) The method of claim 10 further comprising the step of printing a team roster for each participating team.

Claim 18 (currently amended) The method of claim 10, further comprising the step of <u>uploading downloading</u> to a server associated with a web-site an electronic version of at least one team roster for at least one participating team, so that <u>said team roster</u> it may be <u>downloaded uploaded</u> by at least one said participant.